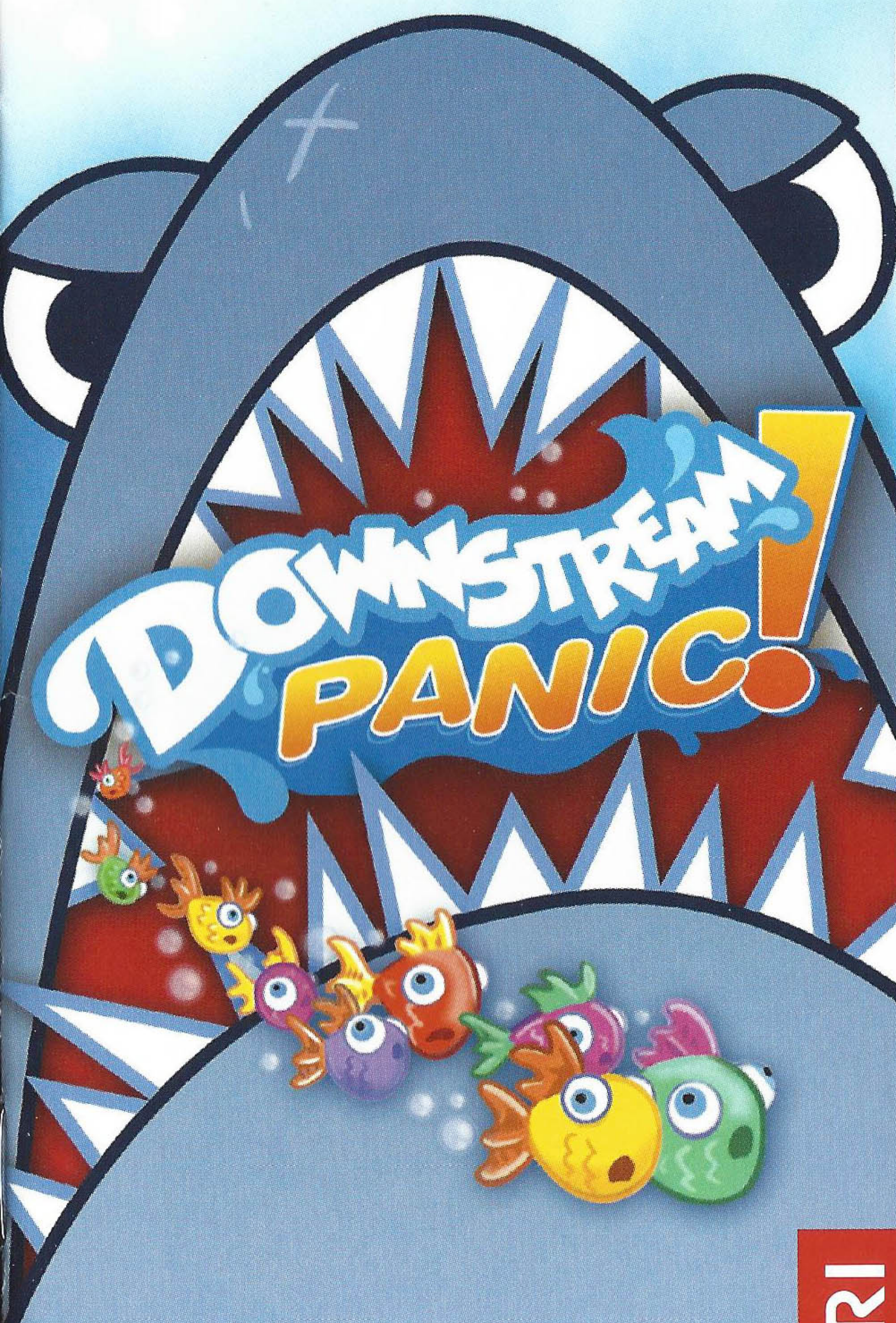




DOWNSTREAM PANIC!



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

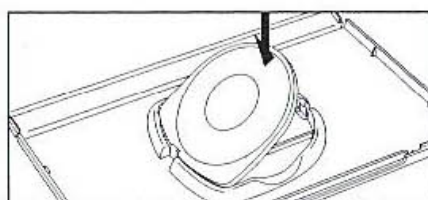
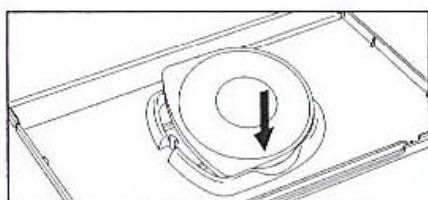
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with **FOR SALE AND USE IN U.S. ONLY**. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

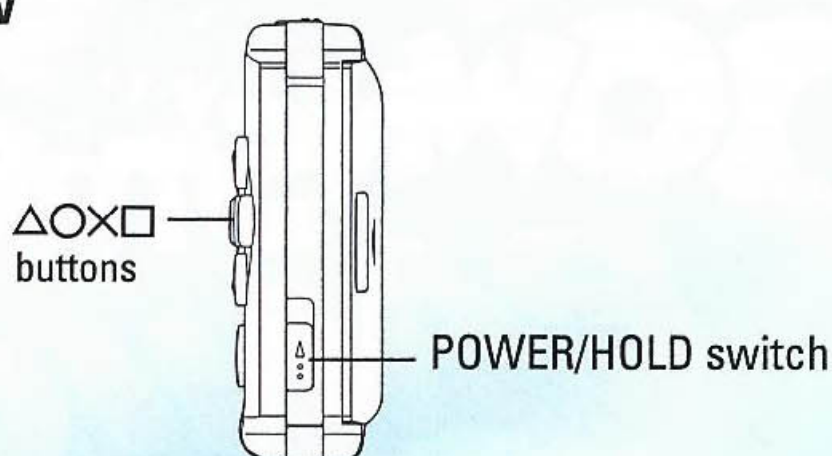


contents:

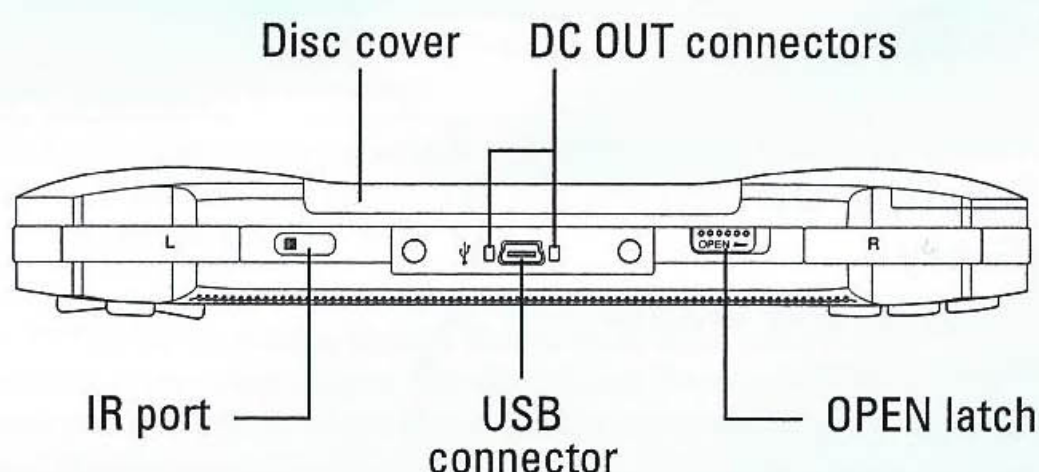
Getting Started	2
Starting Up	3
Story	4
Goal of the Game	4
Main Menu	4
Pause Screen	5
Game Modes	5
Start Screen	6
Interface	6
Tools	7
Level Items	8
Enemies	10
Tips	11
Seasons	11
Downloads	11
Credits	12
Websites	13
Technical Support	14
User Agreement	16



Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The POWER indicator lights up in green and the HOME menu is displayed. Press the OPEN latch to open the disc cover. Insert the **Downstream Panic!** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's HOME menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

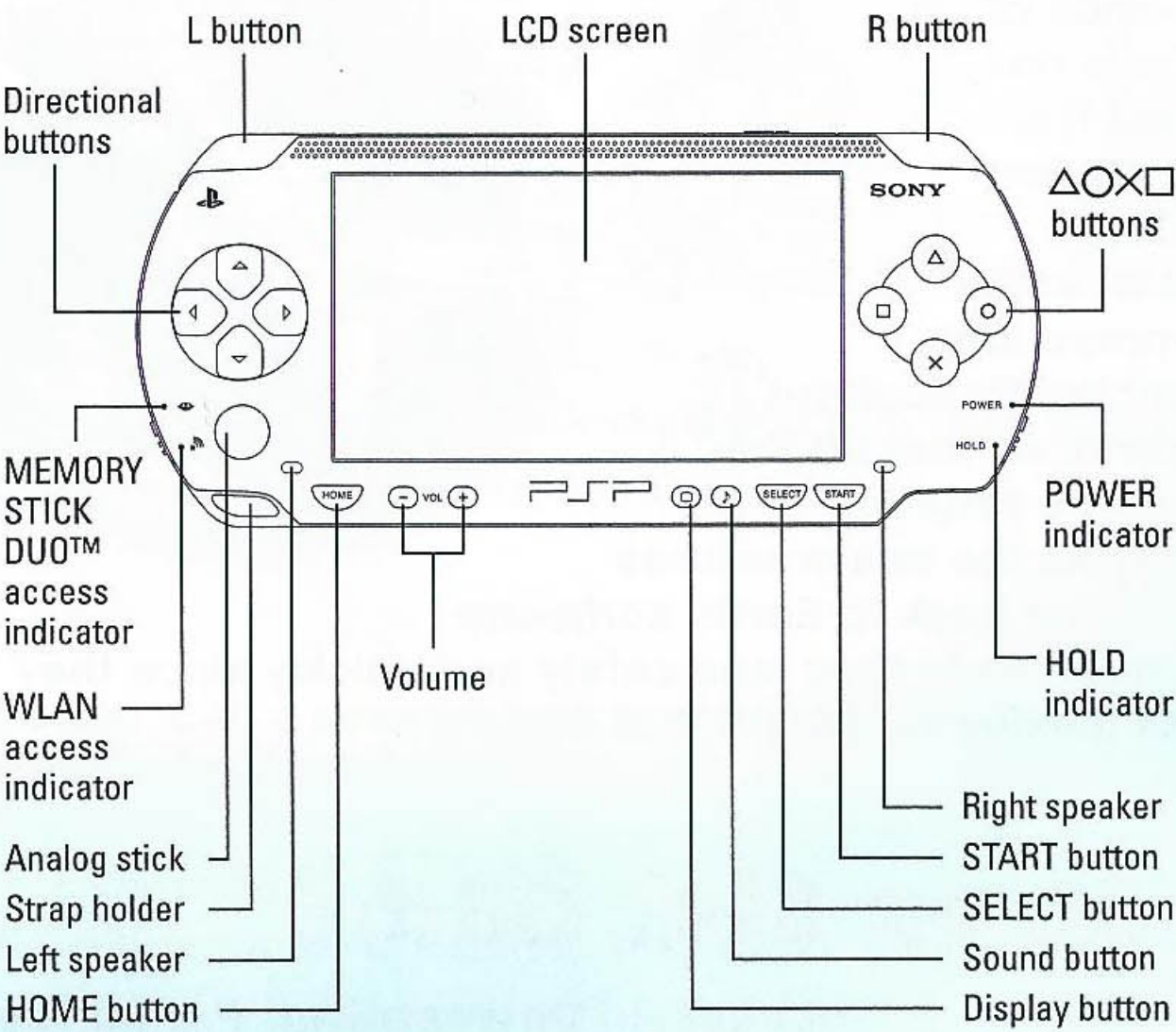
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

PSP® (PlayStation®Portable) system configuration



Controls

Analog stick	Move the cursor / Browse in menus
Directional buttons	Move the cursor / Browse in menus
⊗ button	Use an item / Activate an object / Select in Menus / Buy item in shop
⊙ button	Step back in menus / Sell item in shop
△ button	Speed up time while playing
L button	Change item (next)
R button	Change item (previous)
SELECT button	Quick restart of a level
START button	Pause



story

A giant cyclone has sucked up thousands of fish from the oceans! It's an ecological disaster!

Tanks of water are immediately assembled throughout the world, so that all the fish can be returned to the oceans. As the sea creatures start falling back to Earth, someone must make sure they land safely and quickly since they cannot survive for long out of water!



Goal of the Game

Your goal in **Downstream Panic!** is very simple: you have to safely lead as many fish as possible to the sea. You can use various tools to control the flow of water and rescue the fish swimming in it.



Main Menu

- **New game** – Start a new game.
- **Load game** – Load a previously saved game from a Memory Stick Duo™.
- **Options** – Modify options within the game.



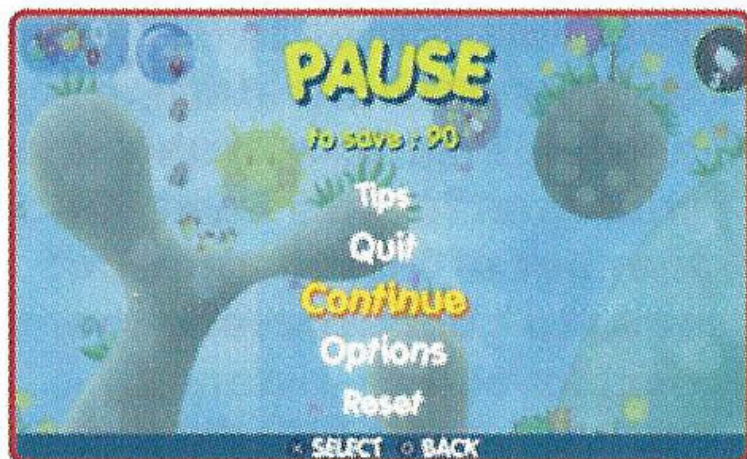
Options:

- **Sound effects volume** – Adjust the volume of the sound effects.
- **Music volume** – Adjust the volume of the music.
- **Extras** – Select an alternative skin for the fishes (unlocked as you progress in the game).

Pause Screen

5

During the game you can pause by pressing the START button.



- **Continue** – Resume the game.
- **Options** – Modify options of the game.
- **Reset** – Restart the current level.
- **Tips** – View the list of unlocked tips and read them.
- **Quit** – Return to the Game mode menu.

Game Modes

Once you load a saved game, you can choose the kind of game you want to play.

Adventure Mode:

The main mode of the game, play each level and reach the goal to gain the access to the next level.

Free Play:

You can replay any level you have finished in the Adventure mode to try to get a better score. In this mode, before starting a level, you will have access to the shop which allows you to buy additional tools.

Shop

In Free Play mode you can buy additional tools in the Shop before starting a level in order to improve your score. Press the up and down buttons to select the tool you want and buy it by pressing the **X** button or sell with the **O** button. Then press the START button to begin the level.



About money - In order to buy tools you need money. Money can be found in the levels by collecting medals. If you want to collect a medal, you must have your stream of water pass through it.

Bronze medals are worth \$ 50.
Silver medals are worth \$ 100.
Gold medals are worth \$ 500.



Survival:

Try to finish 75 of the 80 levels using a limited number of fish (100). You may play Survival mode using either a 'Normal' or 'Random' level order!

Start Screen

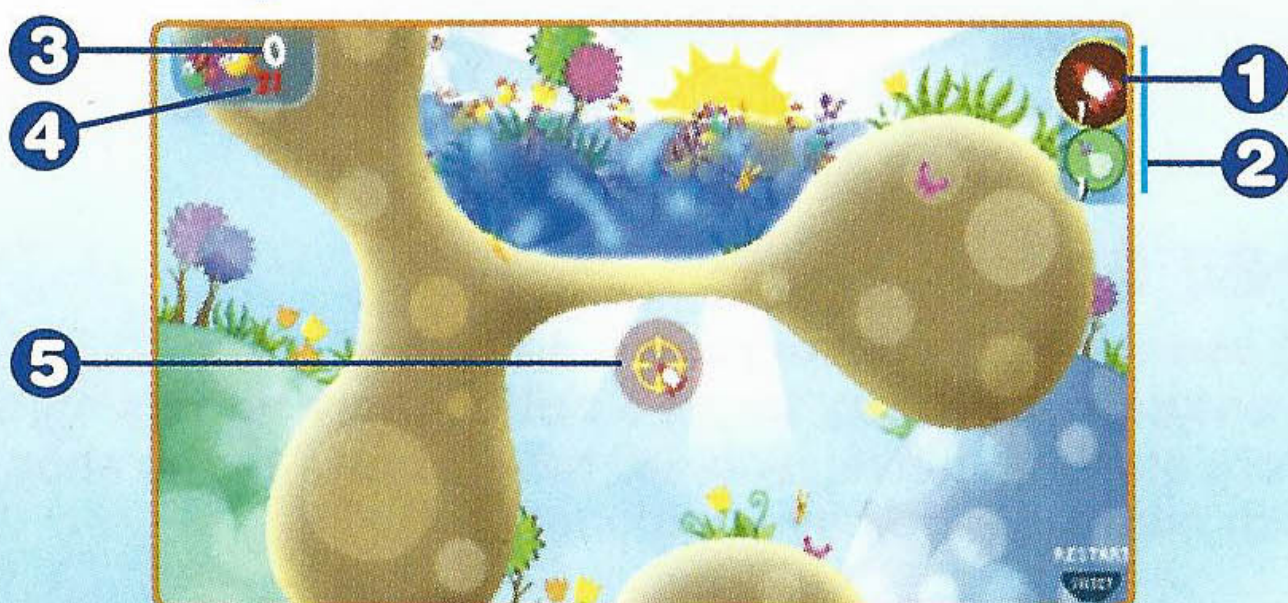
6

The start screen is displayed before starting a level. This screen shows your goal for this level; the number of fish you must save to gain access to the next level. For instance, "SAVE 90/100 FISH"



means you need to save at least 90 of the 100 fish in order to complete the level successfully. At the start screen you can use the analog stick or directional buttons to scroll around to see the entire level and plan your strategy. Press the START button to release the water flow and begin playing.

Interface



- 1 The selected tool (highlighted with a yellow ring).
- 2 The tool bar.
- 3 The number of fish saved. This number is shown in white. If you reach your goal, this number will turn green.
- 4 The number of fish lost. This number is shown in red. If you lose too many fish to achieve your goal you will have to restart the level (press the SELECT button).
- 5 The cursor. The cursor will change depending on which tool you have selected. Press the  button to use the selected tool. At times the cursor may change to a hand, indicating that you can press the  button at that spot to activate an item like a seashell or cloud factory.

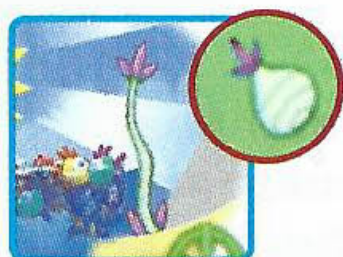


In order to save your fish, you must guide the flow of water so they are carried safely from the fish tank down to the sea. Only fish that land between the two yellow buoys will be saved.

TOOLS

2

In each level you have a selection of tools to accomplish your goal. Select the tool you want with the L button or R button, then move your cursor with the analog stick or directional buttons to the place you want to use the tool and press the  button to use. Tools are limited in number, (the number of each tool remaining is shown next to the tools' icon) so use them wisely!



Plant: Make plants to block the flow of water or contain enemies and other objects.



Bomb: Use this tool to create a hole in the ground. It can also:

- Let the water pass.
- Destroy plants you have planted, flowers and other objects...
- **NOTE:** Some parts of the background are unbreakable (these areas can be identified by their grey color).



Harpoon:
Eliminate the enemies.



Fan: Create a gust of wind.

- Move clouds.
- Activate flowers.



Freezer: Freeze the water for a short while.



Attractor: Put them into water and see your fish go to and stay close to them.



Fishing Net: Easily scoop up lost or trapped fish (can only be bought in the shop).

Level Items

8

In each level you will find different elements to interact with. Some of them need to be activated; just place your cursor on them and press the  button.



Fish Tank:

Your fish begin their dangerous journey here.



Seashells:

Act as switches that can let the water pass or not. Green seashells are automatic and you cannot control the flow of water. Brown seashells need to be manually activated to let the water flow.



Cloud Factory:

Once your fish flow inside the factory, activate it to create a cloud with fish and water inside.



Clouds:

Activate them to free more water or to store fish and transport them.



Stormy Clouds:

Activate them to unleash a lightning bolt.

The Stormy Cloud also:

- Makes a big hole to free a way for the water.
- Kills any fish or enemies that have fallen into the cloud.



Snowy Clouds:

Activate them to free some snow and to create mountains of ice to divert the water.



Ice Bridges:

These will break when they have too much water above them.



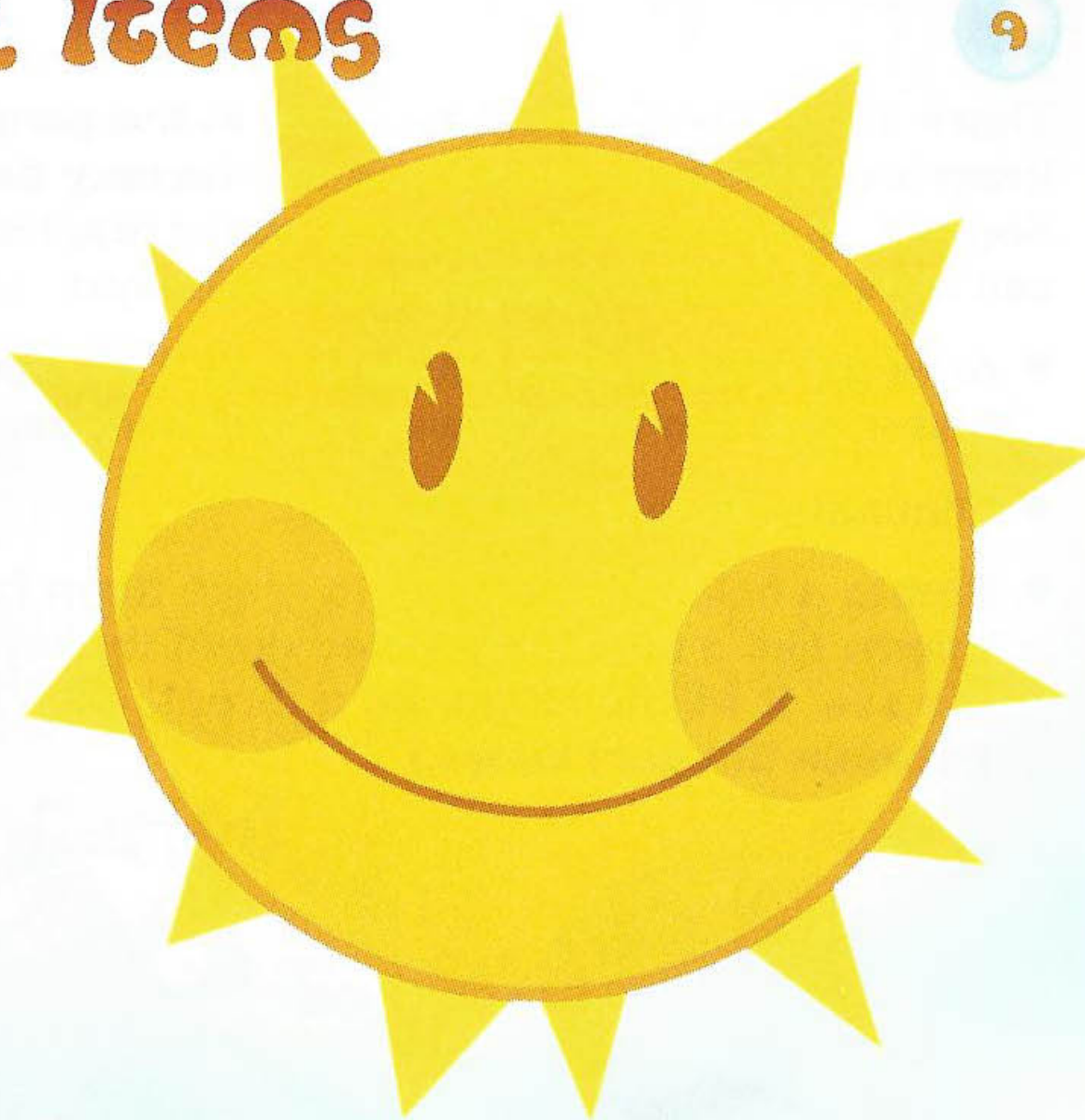
Flowers:

Activate them with some water to open gates and let the water pass (can be also activated with a fan).



Teleports:

Drive the water to their entry and teleport it to their exit point within the level.



Toxic Mushrooms:

If fish get close to a mushroom they will become sick and die.



Seed:

When the water touches them a plant or a mushroom grows.



Eggs:

Large objects that you can use in many ways.

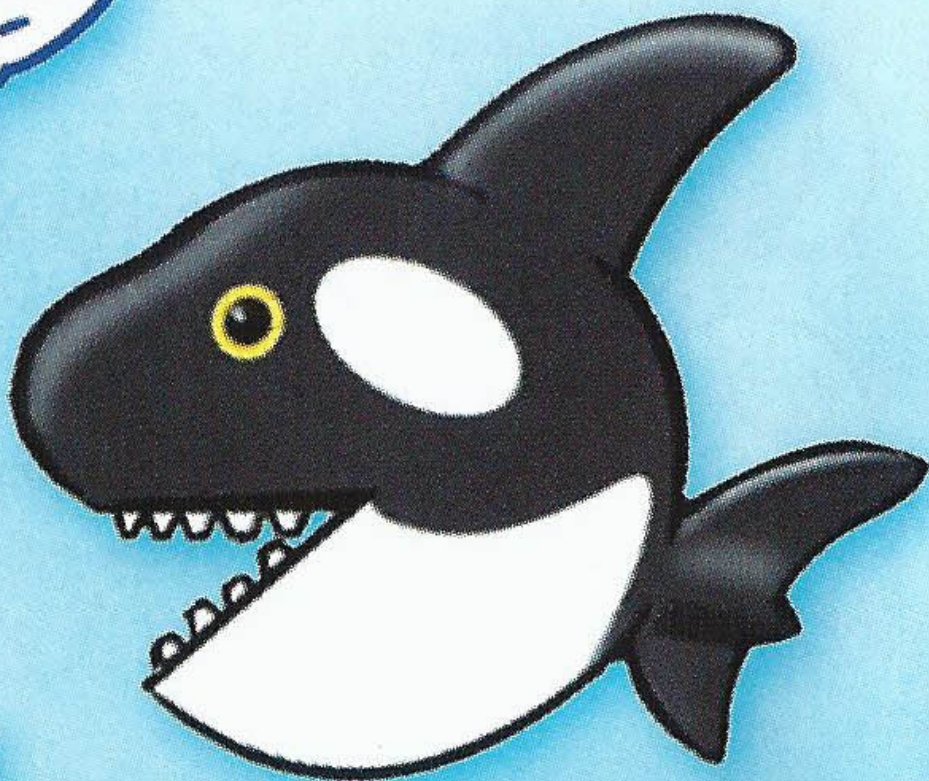
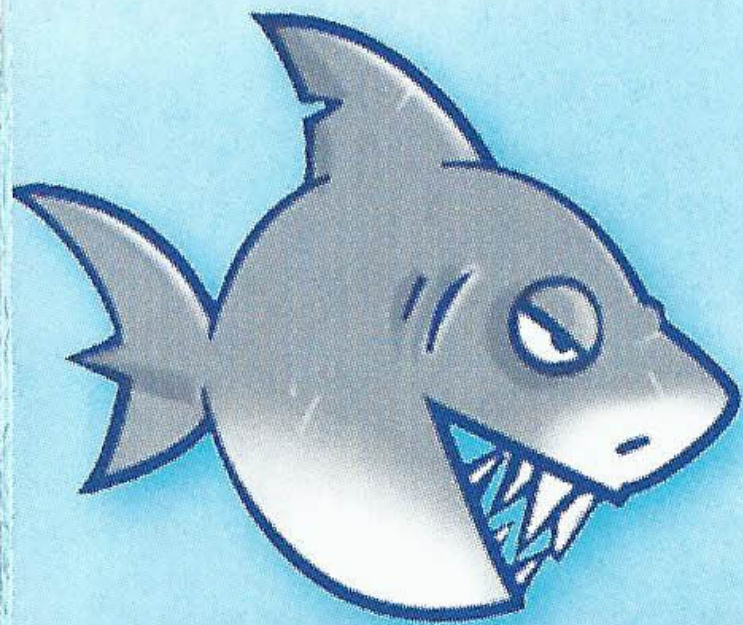
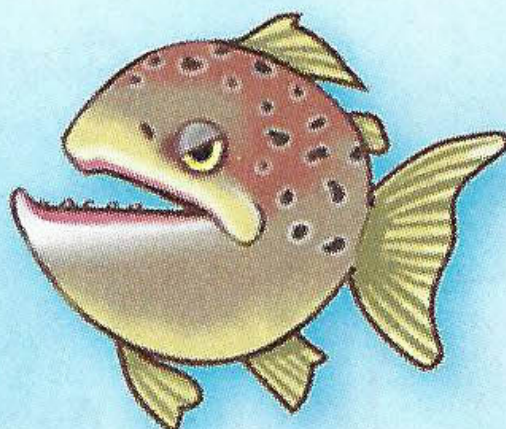


Chestnuts:

Spiky objects that can hurt your fish.

There are many different enemies in the game. Some of them aren't so bad, but others can be very dangerous. Some may even be resting until water reaches them. You can interact with enemies in several ways:

- Arrange objects (like plants or eggs) to prevent the water and fish from flowing near enemies.
- Eliminate them with a harpoon.
- Create a hole with a bomb to make them fall. (If an enemy like a shark is washed down the level into the sea, it will no longer be a threat, even if it lands between the goal buoys.)



During loading time, tips will be displayed on screen. They might give you good advice on saving your fish. You can also consult previously-seen tips during the game by entering the pause menu and selecting "TIPS".



Seasons

As you progress through the levels, you will see the seasons change. In different climates you will encounter unique enemies and challenges.



Spring

Summer



Fall



Winter



Downloads

Download exciting new levels and content at:
www.downstreampanic.com!

COMING
2008

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Play online-favorite PURE mode
or all-new enhanced PLUS mode.

ATARI



PlayStation Portable

Part # 27565M

EVERYONE



Mild Fantasy Violence

ESRB CONTENT RATING

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